Summer 2006

CEG 220-01: Introduction to C Programming for Engineers

Robert Helt
Wright State University - Main Campus

Syllabus
CEG 220 Introduction to C Programming for Engineers
Section 1 - Summer 2006

T TH 6:05 – 7:45 p.m. in Russ Engineering Center Room RC346

Description: This course provides a general introduction to computers as a problem-solving tool using the C programming language. Emphasis is on algorithms and techniques useful to engineers. Topics include data representation, debugging, and program verification. 4 credit hours. Prerequisite: MTH 229 (Calculus I) or EGR 101 (Engineering Mathematics).

Instructor: Robert Helt, Russ Engineering Center Room RC160 (Student Lounge Area). E-mail: rhelt@wright.edu. Office hours: 4:30 to 6:00 p.m. T-TH or immediately following class. Appointments requested and confirmed by email in advance will have priority.

Textbooks:

C Programming: A modern Approach, K. N. King, W. W. Norton and Company, 1996.

Software: The Dev-Cpp 4.9 C Compiler is available on the lab computers as well as a CD from the instructor. Alternate C compilers are Visual Studio.net, Visual Studio 6.0, and the UNIX GNU C compiler. Other C compilers must be approved by the instructor.

Grading:

Programming Projects: Programming projects are assigned on Monday. Each project is due the following Monday, one week from when it was assigned. Each programming assignment is worth 10 points. Programming assignments will be graded as ***Satisfactory*** or ***Unsatisfactory***! For a project to be satisfactory, 1) the source code file must contain the required header information, 2) the source code must meet style and documentation guidelines, 3) the program must compile and run without warnings or errors and produce the correct output, and 4) the project report must adequately address all the required areas. If a project is graded as satisfactory, six to ten points will be awarded, depending on how well the project meets the specifications and grading criteria. Each time a programming project is turned in and graded as unsatisfactory, one point will be lost. Unsatisfactory projects must be resubmitted not lather than **midnight** two days after it is returned to avoid further penalties. If any portion of the assignment is turned in late, one-half point will be deducted for each day it is late. Any unsatisfactory assignment that is finally graded satisfactory will not be worth less than 6 points. The programming projects will comprise 25% of the grade. **All six projects must be turned in by the last day of classes for the quarter and completed with a grade of *Satisfactory* to pass the course!**

Examinations: There will be two **One-Hour Exams** during the course that will comprise 40% of the course grade and an **End-of-Course** exam that will comprise 35% of the course grade. All exams will be closed book, closed notes, no electronic devices in view.

Grades: **A:** 100-90, **B:** 89-80, **C:** 79-70, **D:** 69-60, **F:** 59-0, **X:** all programming projects not completed with a grade of ***Satisfactory***.

Policy: All **programming projects** will be turned in electronically by email and are due before **midnight** on the dates specified. See the **CEG220 Section 1 Home Page** for detailed requirements and instructions for turning in programming projects. No make-up exams will be given unless a serious illness or a bona fide emergency can be verified. Exceptions to the policy for turning in work late and giving make-up exams may be made in unusual circumstances when the student provides documentation in writing from an appropriate source. **All work must be your own; copying or sharing program code will constitute a breach of academic integrity and could result in course failure for all individuals involved.** Sharing programming

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